# Club Nintendo®

Volume 3 - 1991 Issue 1

## SUPER OFF-ROAD

Exiting four player racing action!

## MEGA MAN 2

He's Back!

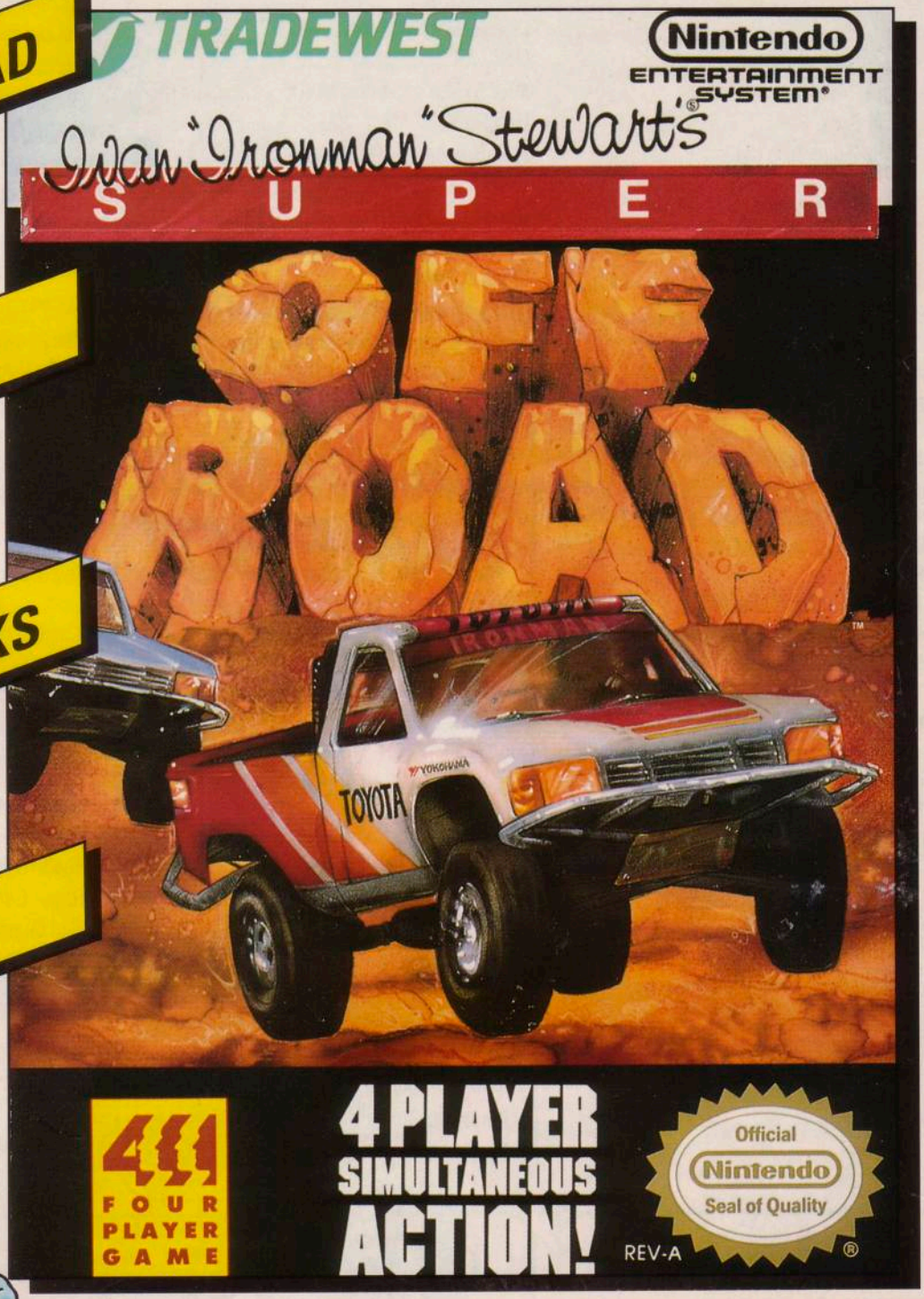
## TIPS AND TRICKS

Exclusive Turtle Tips!

## GAME BOY

Introducing Spiderman, Kwirk and others

PLUS




## SIX Mouthwatering Reviews!

# Check It Out!

***Here you'll find a list of games that are currently available for your NINTENDO ENTERTAINMENT SYSTEM.***

## ADVENTURE SERIES

- Faxanadu
- Fester's Quest™
- Goonies II™
- **Ghostbusters II™.....NEW**
- Kid Icarus™
- Legend of Zelda™
- Mega Man™
- Metal Gear™
- Metroid™
- Robo Warrior™
- Simon's Quest™
- Super Mario Bros.™
- Super Mario Bros. 2™
- Zelda II -The Adventure of Link™

## ACTION SERIES

- Adventures of Lolo....
- Airwolf
- Balloon Fight™
- Batman
- Bionic Commando™
- Black Manta
- Bubble Bobble™.
- Cobra Triangle™
- **Double Dragon.....NEW**
- Kung Fu™
- **Mega Man 2.....NEW**
- **Pinbot.....NEW**
- Skate or Die
- Silent Service..
- **Snake Rattle'N' Roll.....NEW**
- **Solar Jetman.....NEW**
- Spy vs Spy™
- **Stealth ATF.....NEW**
- Teenage Mutant Hero Turtles
- Tetris
- Tiger Heli™
- Urban Champion™
- Wizards & Warriors™

## PROGRAMMABLE SERIES

- Excitebike™

## SPORT SERIES

- Blades of Steel™
- Double Dribble™
- Golf
- Mike Tyson's Punch-Out!!™
- Rad Racer™
- R.C. Pro-Am™
- Soccer
- **Super Off Road.....NEW**
- Tennis
- Track & Field II™
- World Wrestling™
- 10-Yard Fight ™(American Football)

## ARCADE SERIES

- Castlevania™
- Double Dragon II
- Donkey Kong Classic™
- Ghosts & Goblins™
- Gradius™
- Gunsmoke™
- Ikari Warriors™
- Life Force™
- Mario Bros.™
- Paperboy
- Robocop™
- Rush 'N Attack™
- Rygar™
- Section Z™
- Solomon's Key™
- Popeye™
- Trojan™
- Xevious™

## Check It Out! GAME BOY GAME PAK

- Alleyway™
- Balloon Kid .....NEW
- Golf
- Kwirk .....NEW
- Pinball - Revenge of the Gator.NEW
- Qix™
- Solar Striker™
- Super Mario Land™
- Tennis
- Wizards & Warriors™.....NEW

### COMING SOON

| | |
|---|---|
| Double Dragon | Mar 91 |
| Gargoyles Quest. | Mar 91 |
| Spiderman | Mar 91 |

## LIGHT GUN SERIES

- Duck Hunt™
- Gumshoe
- Hogan's Alley™
- To the Earth™
- Wild Gunman™

### COMING SOON

| | |
|---|---|
| Bayou Billy | Feb 91 |
| Probotector | Feb 91 |
| Rescue | Feb 91 |
| Ducktales | Mar 91 |
| Nintendo World Cup | Mar 91 |
| Bad Dudes | Apr 91 |
| Gremlins 2 | Apr 91 |

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# SUPER MARIO SAYS

**Welcome to 1991! It promises to be a great year for all Nintendo Entertainment System enthusiasts, with an exciting range of new products, scheduled for the next twelve months. The games featured in this issue are just the start - this is certainly going to be the best year for new Game Paks so far!**

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Aside from the new games, we're proud to present to you the NES Four Score. This unique device allows you up to four players to compete on screen at the same time - four times the fun and four times the action! **"Super Off Road"** is the first Game Pak that takes advantage of the Four Score's abilities - check out page 16 for the full story!

Also on the agenda is the mechanical hero, Mega Man, in an all new adventure, aptly named **"Mega Man 2"**. Once more, the superhero is battling against the odds, taking on Dr Wily and his troublesome robots. Capcom's other New Year offering is **"Duck Tales"**, which takes Walt Disney's famous characters and puts them onto your NES in glorious cartoon style!

Other releases for the New Year are also featured, including **"The Adventures of Bayou Billy"**, which has the unique option of allowing both Zapper Gun and normal play! Additionally, there is **"Pinbot"**, the Pinball game of tomorrow, the wacky **"Snake, Rattle and Roll"**, plus **"Solar Jetman"**, who invites you to join his Federation of Space Loonies in an intergalactic adventure! All of these, plus **"Stealth A.T.F."**, are top quality games, offering weeks of fun and entertainment! On top of all of that we also have the regular sections, including Tips and Tricks and Sneak Peeks, along with a look at even more Game Boy titles!

Luigi's been working hard, increasing the top five to the Top Ten reader's games. Keep those votes coming in - it will help keep in trim since eating all of those mince pies at Christmas.

Finally, I would like to offer an extra welcome to all new Club Nintendo members! Stick with us - you haven't seen anything yet!


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# Disney's DuckTales™

Scrooge McDuck lives just for one thing - money! Ever since he was born with a silver spoon in his beak, he has spent his whole life craving more and more riches, and now he has the chance to become the wealthiest duck in the world! He has discovered the locations of the Five Lost Treasures, and he's now inviting you to join him on a wondrous journey that will make the treasures all his own!

## WITH A LITTLE HELP FROM HIS FRIENDS...

Scrooge is a pretty ambitious and independent duck, but even he will need extra help and advice on his monstrous quest. His three nephews, Huey, Dewey and Louie, and their cute little friend, Webby, travel ahead of their Uncle to find clues and helpful information. Launchpad the pilot can also be found lingering in many of McDuck's destinations, and he will offer rides back to Duckberg, as well as useful airlifts across deep canyons. The ancient Bubba Duck and the high tech Gizmo Duck are also on hand to help Scrooge in his adventure.

## THE POWER OF THE POGO

Uncle Scrooge may look a little old, but his appearance is very deceiving. The walking stick that he carries doubles up as both a bouncing pogo stick and a golf club - and believe us, Scrooge has one mean swing that sends most objects flying through the air! And remember, money talks, so if Scrooge gets really desperate he can always try to bribe himself out of situations!

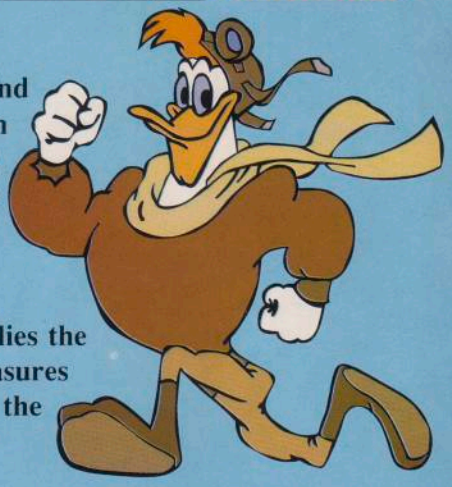
## THE DUCKBURG CONTROL ROOM

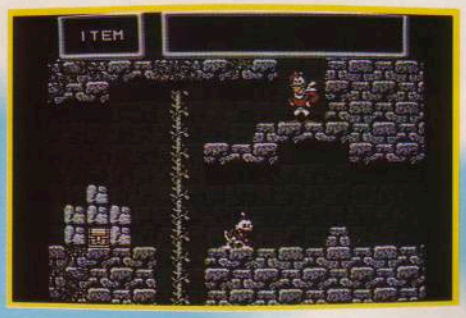
The adventure starts here! In the control room, Scrooge can decide where he wants to go, with a picture of the treasure in his desired destination being displayed on his computer monitor. Once the heroic duck has completed one stage, he can go on to the next, including places such as Transylvania, the home of Count Duckula, African Mines, or a rocket trip to the moon!

© Walt Disney Company - TM Capcom Co., Ltd.

## THE JOURNEY BEGINS!

In his single minded quest to become the world's richest duck, Uncle Scrooge is a bit blind to the dangers that lie ahead. The Beagle Boys, who share a single brain cell between them, are also out to get the treasures, and they have a lot more brawn on their side! If they find one of Scrooge's friends, they will kidnap them, leaving it up to the bespectacled duck to get them back!



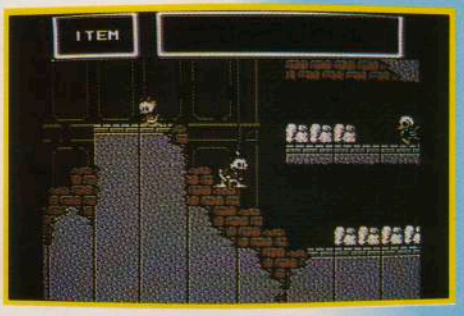



## THE AMAZON

Hidden deep in the jungles of the Amazon lies the ancient Sceptre of the Indian King. Other treasures can also be found, so search deep and reap the rewards!

As with all levels, there's a guardian to defeat before Scrooge can lay his greedy hands on the lost treasure. How do you defeat these guardians? We'll leave that up to you!

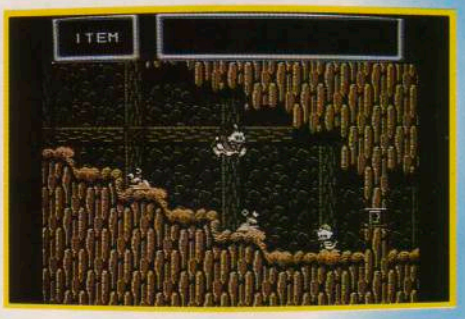
## TRANSYLVANIA




The home of Count Duckula holds many ghostly apparitions and fiendish traps. Screeching banshees and mummified jail ducks make this level worse than your scariest nightmare, so Scrooge will really have to be on his webbed toes if he is to avoid joining his adversaries as one of the walking dead!

Teleportation mirrors, headless knights, speeding wagons and lethal spikes add to Scrooge's worries as he scuttles around the mansion, searching for the Coin of the Lost Realm. Go for it Uncle Scrooge!!

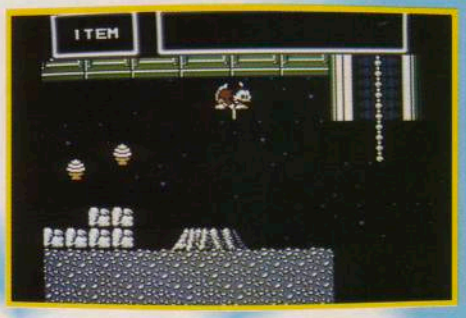
## AFRICAN MINES




Deep in the deserted mines, Scrooge stumbles upon vampire bats and duck-eating plants that try to stop him from reaching the Giant Diamond of the Inner Earth, However, Webby is here to help, along with Mrs Beakley, Scrooge's cook, who throws out energy replenishing ice creams whenever her boss walks by!

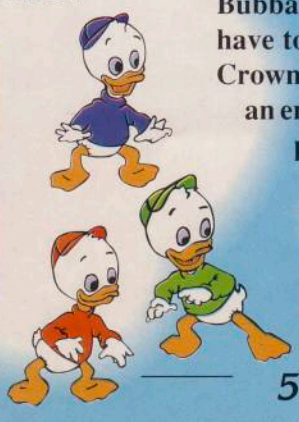
## THE MOON

Wow, it's dark up here!! The famous Green Cheese of Longevity is the treasure awaiting Scrooge on the moon, but first he will have to contend with Lunarats, alien monstrosities and crazy spacemen. But, with the help of Gizmo Duck, Uncle Scrooge shouldn't find this stage too difficult.




## HIMALAYAS

Ducks and pogo sticks aren't meant for such a cold climate, as Scrooge finds out the first time he gets stuck in the snow. Add rabid rabbits and angry Billy Goats, and it spells trouble for our famous duck!



Bubba Duck lies trapped in ice later in the stage, but first, he will have to puck off with some rather mean ice hockey players! The Crown of Ghengis Khan awaits the ambitious adventurer, although an encounter with the Abominable Snow Man could lay all of his plans to waste!

"Duck Tales" is a Game Pak that uses the famous Walt Disney characters in an action packed and fun way, giving great enjoyment and satisfaction to NES players of all ages. Not to be missed!

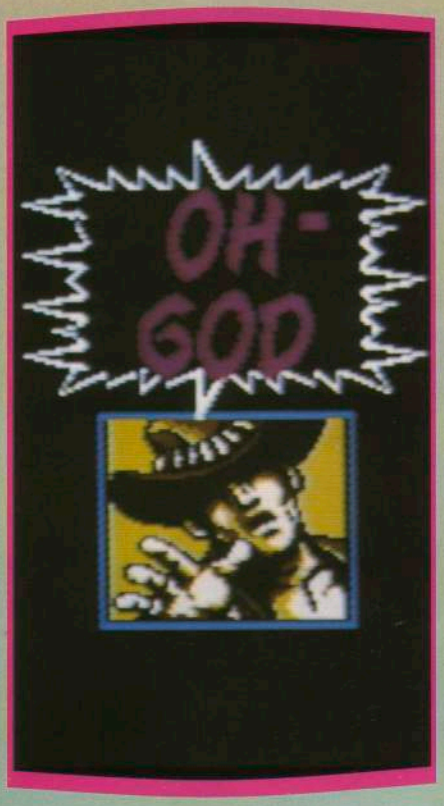
# BAYOU Billy

Trouble's brewing in the swamplands - and Bayou Billy's caught in the very middle of it! His arch-rival, Gordon has kidnapped his girl in an attempt to lure Billy into a trap - and Billy has swallowed the bait! Join him as he braves the dangers of the jungle, tackles snappy crocs and Gordon's henchmen, and ultimately, enters his rival's estate in a bid to rescue Annabelle!

## BATTLING IN THE BAYOU

It can get pretty mean in the jungle - there's crocodiles lurking just below the surface of shallow swamps, vultures that swoop down on sight of flesh, and to top it all, hordes of Gordon's tough bodyguards. Billy is the kind of guy who laughs in the face of danger though, and with fists flying, he enters the fray. Aside from his powerful punches and lethal kicks, our fearless hero can also use various weapons dropped by his enemies, including guns, knives and whips, which have quite a devastating effect!

Other items help Billy in his perilous adventure, such as energy replenishing food, medical kits and bullet proof vests. You will have to search deep in the swamps for some of these!

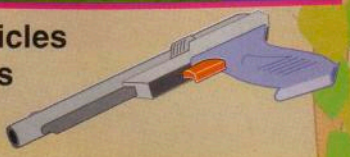


## THREE CONTROL METHODS!

"The Adventures Of Bayou Billy" has it all - in more than one sense! Wander through swamplands, pick up the Zapper and act the part of the sniper, and race along dirt tracks in a beaten up old truck. The action is fast and furious, and there is the added challenge of having three control systems to master!

## STAGE 1 - Fists, Crocs, Guns and Swamps!

Bayou Billy's adventure starts in the jungles of his homeland, which presents natural dangers as well as gun toting maniacs! Wade through swamps, dodge rocks, leap over old wooden bridges and cut through the green thicket, all the time, watching out for ambushes from Gordon's goons. If weapons or other useful articles disappear into the swamps, then don't despair, just get down on your hands and knees, and look for them!!



## STAGE 2 - Zapper Action*

With a gun in hand and a belt full of bullets, Billy heads deeper into the jungle, where Gordon's men wait in ambush. These guys carry a lot of hardware, so Billy will have to be quick on the draw, and aim spot on to survive. A helicopter drops in on the action later in the stage, providing more targets for Billy to take out.

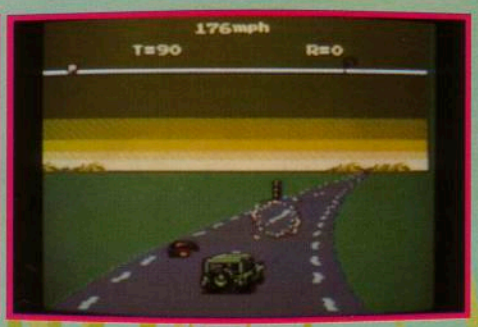
*If you don't have a Zapper, you can use the control pad and an on screen target to take out the goons.

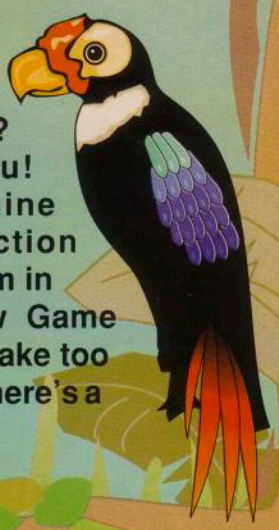
## STAGE 3 - On the edge of the jungle

Back on the beaten path of the jungle, Billy sights the truck that holds his Annabelle captive. Billy starts to sneak towards it, but suddenly, he's faced with even more trouble. It's back to the laws of the jungle now - there's only his fists to protect him! And those will have to really fly if he's going to get past the huge strongman that Gordon has sent on to stop Billy!

## STAGES 4/5 - A Driving Force

Gordon's truck has stormed off, leaving Billy in its dirt ridden tracks. But our fearless hero isn't going to give up now - he steals a jeep and sets off after the crook...



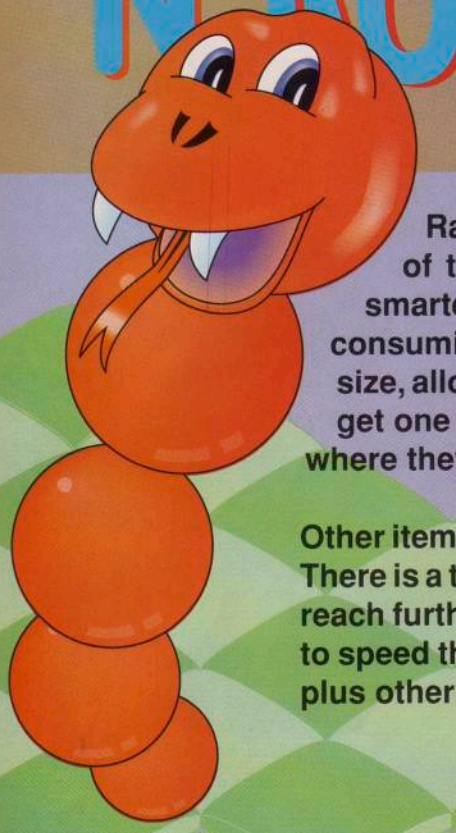



How will it end? It's up to you! Tackle the nine stages of action packed mayhem in this great new Game Pak, but don't take too long about it. There's a lady waiting...

# SNAKE RATTLE N ROLL

## THE HIPPY, NIPPY SNAKE

Move over Mario and Luigi - here come the hippest snakes that the world has ever known, Rattle and Roll! They are stuck in a 3-D maze-like world, and their only way of escape is to gobble Nibbley Pibbleys, and outweigh their enemies! It's weird, it's wacky, but, above all, it's fun!



## SNAKE IT UP

Rattle and Roll aren't your ordinary, run of the mill snakes - they are a whole lot smarter than that! They have learnt that by consuming tasty Nibbley Pibbleys, they grow in size, allowing them to exit the current level, and get one step nearer to getting out of the world where they don't belong!

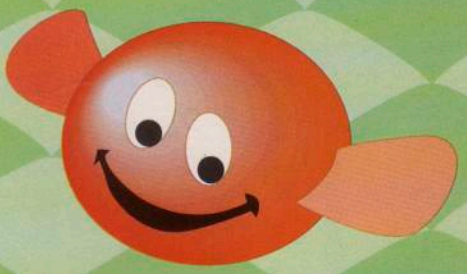
Other items aid the two snakes in their adventure. There is a tongue extension, which allows them to reach further to catch their chow, clockwork keys to speed them up, clocks to give them more time, plus other equally useful objects!

## SLIPPING AND A SLIDING

The world that the two adventurous snakes are trapped in is a three dimensional maze, with traps galore. Basically, Rattle and Roll have to make their way through each stage, avoiding all of the trouble that is thrown their way - and there is going to be a lot of that! Deep pitfalls, winding mazes, and a variety of wacky enemies give these two snakes the wackiest time of their lives!

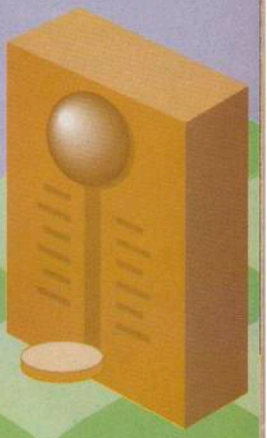
To get around the strange world, the two snakes can slither on the land or float on the water. They can also jump over the large pitfalls, or use lifts to get to higher places.

# NIBBLEY PIBBLEYS ON MY MIND



To get out of each stage, Rattle and Roll have to gobble down Nibbley Pibbleys. There are many different mutations of these crazy creatures - some have legs, some have wings, while others bounce around on springs! Watch out for the false Nibbleys though - they may look like your normal, everyday Nibbley Pibbley, but, really they are bombs which wont do much for a snake's digestive system!

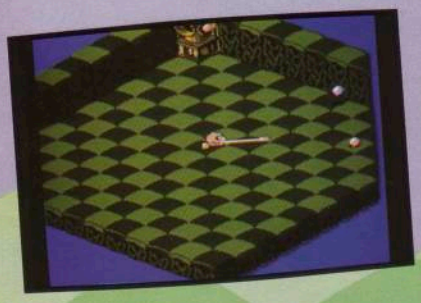
When Rattle and Roll have consumed enough of their favourite chow, they need to find the scales, and use their weight to ring the bell. If they manage that, then the door leading to the next stage will open.



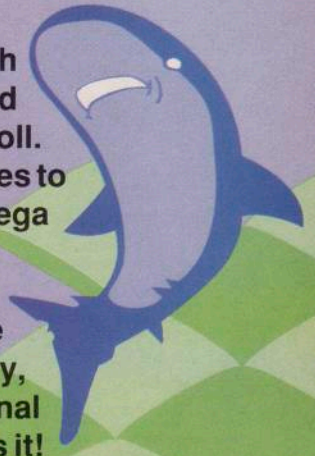
# TRIALS AND TRIBULATIONS OF RATTLE AND ROLL

This crazy world certainly wasn't built with snakes in mind! Slithering about all over the place, leaping large canyons and dodging big feet and sharks while consuming Nibbley Pibbleys is all in a day's work for these snakes. And we thought writing Club Nintendo was tough!

While searching each stage for Nibbleys, Rattle and Roll will have to negotiate the varied landscape while keeping one beady eye on the enemies that grace the world. Snakedozers try to push our heroic snakes off the platforms, Anvils try to squash them, Blades have been set to cut them up, and Pin Cushions shoot out deadly spines. Krazy seats, Big Feet, Ice Feet and a host of other wacky enemies chase the snakes around the world, making life even more difficult than it already is!

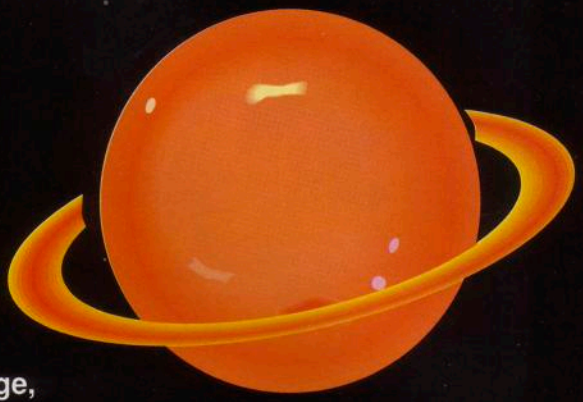


Each stage presents many new challenges, with flying carpets, stretches of water, lethal spikes and many other traps laying in wait for Rattle and Roll. There are also bonus levels, which allow the snakes to collect even more Nibbley Pibbleys, plus a mega bonus for the snake who gets the last one!



In either one or two player mode, "Snake Rattle and Roll" is a winner! Fun and fulfilling gameplay, brilliant controls and effective three dimensional graphics bring out the best of the NES. Don't miss it!

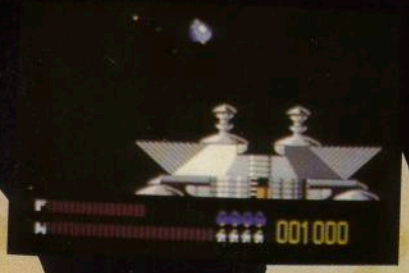
# SOLAR JETMAN



## HUNT FOR THE GOLDEN WARSHIP

Collecting alien junk is not the kind of job that your normal, average, everyday person would be involved in. But Solar Jetman, the founder ( and only member ) of the Federation Of Space Loonies, is far from your normal type of guy. He's a little crazy, kind of not all there (something which I can relate to !). He has set out on a mission to retrieve all of the lost parts of the Golden Warship, which are scattered around a whole galaxy of planets. So, join our space salvager as he travels through space and time in his hunt for the legendary Golden Warship...

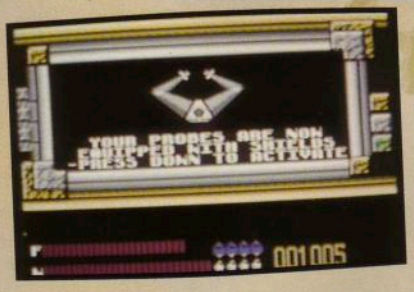
## JETTING AROUND SPACE




When Solar Jetman lands on a planet, he jumps into his little space pod and starts surrounding the surrounding area. Controlling the pod is a bit challenging at first - you have to rotate the ship to the direction you wish to go, and then use the thrust button to move, all the time combatting the gravitational pull of the planet ( well, you didn't expect that controlling a loony would be easy, did you?! ). However, once you get the hang of this, you will be able to jet around at top speed with few problems.

## THE PLANETS

Each world that Solar Jetman visits is different from the last. gravity differ greatly on each planet, ranging from really heavy, making it difficult to lift objects, to featherweight, causing him to shoot about all over the place! Size of the planets also changes dramatically - Preludon, the first planet, is tiny compared to the third world which Solar Jetman visits!




A great variety of aliens inhabit each planet, jealously guarding their treasures, and attempting to prevent Jetman from stealing them. He will have to be on his toes against some of them - they may be big, but they're pretty fast too!

Everywhere that he goes, Solar Jetman will find plenty of artifacts, including diamonds, fuel, shields and extra engines. There are also the many parts of the Warship that he seeks - to get to them he will have to find the warp before taking on the hostile aliens that want to keep their Golden collection!

Between planets it is possible to buy items and weapons with the diamonds that he has collected. Solar Jetman will need to purchase a mapping device first, and then he can save up for other things, such as homing missiles!

## CARRYING OBJECTS

To pick up an object, Solar Jetman must hove his craft above the desired item, so that his magnetic tow bar catches it. It is then a matter of taking it back to his mothership, which can be a little tricky. Don't let the gravity of the situation weigh you down, though - lift yourself up by bouncing off rocks or using more efficient boosters!

## ENTER SOLAR JETMAN!

Should your pod take too much punishment, then Jetman will have to make a quick exit - leaving him floating in space with just an antique gun and an old jetpac! That's also his cue to get out of there, and go back to the ship to collect another pod. Otherwise, one hit and he can wave goodbye to gravitational pulls and Golden Warships!

## BLAST OFF!

When he has collected all of the items from the stage he is on, Solar Jetman can return to his mothership and travel to the next planet. He will need to make sure that he has stocked up on fuel and diamonds before he leaves, though...

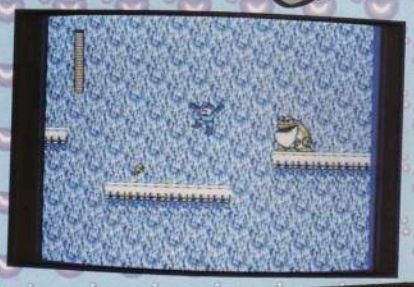
## THE FEDERATION OF SPACE LOONIES

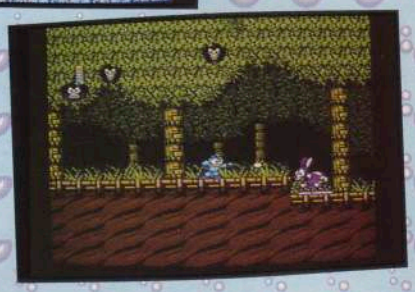
WE NEED YOU!! —

If you have ever wanted to be a Space Trashman, then now is your chance - don't delay, apply today! So what if the hours are lousy, or if it's dangerous? And so what if we take 95% of your total find in charges? What do you care? After all, you're a loony!

# MEGA MAN 2

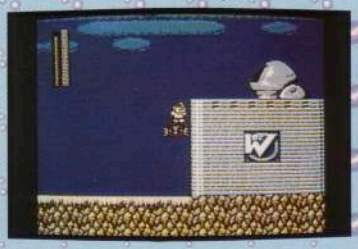
**He's back! Mega Man, the greatest superhero ever to grace video game screams has returned in a spectacular adventure that no self respecting NES owner should be without!**



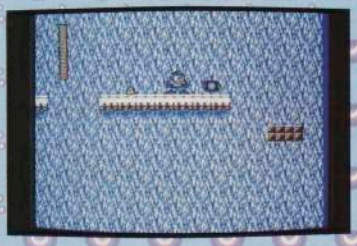


The evil Dr Wily, who managed to survive his last encounter with Capcom's superhero, has rebuilt his empire, along with a number of new super powered androids. With these evil creations, the crazy megalomaniac threatens to control all of the elements, and, once more try and dominate the world. Can Mega Man face the new, and stronger Dr Wily, or will he succumb to the Wily Force?

JET SKED - Why fly when Mega Man can leap on a jet sked and cruise through the air?



WALL WALKING PLATFORM - This lifts Mega Man to new heights, although he will have to be near a wall to use it.



LEVITATION PLATFORM - Take Mega Man up, up and away! Three platforms are allowed on screen at one time, allowing Mega Man to get to otherwise unreachable places!

## MEGA POWERS

Mega Man is no slouch when it comes to dishing it out to bad guys. With ultra-resilient stamina, the ability to leap tall buildings in a single bound (well, he can jump pretty high!), and armed with the latest in hand held laser guns, he's not the kind of guy that any sensible person would mess with. He also retains the ability to absorb the powers of the supervillains that he defeats, making him well near unstoppable (but not quite!!)

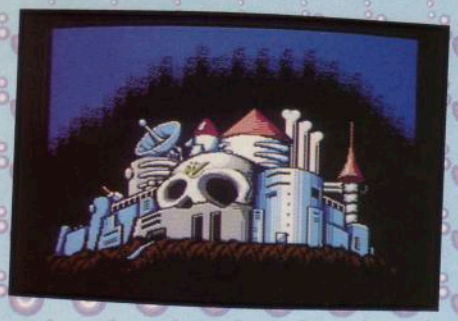
## MESSAGE FROM DR. LIGHT

Dr Light, the scientist who created Mega Man, offers help throughout the adventure in the form of new devices. He will only grant them after our superhero has completed specific levels.

## ENERGY CAPSULES

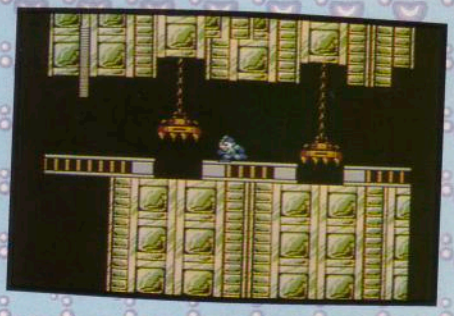
To use powers or devices, Mega Man needs energy. A separate energy bar is given to all powers, so even if he runs out of one, he can always fall back on another!

To re-fill energy bars, Mega Man needs to collect capsules that are dotted around each of the stages. He can also recover lost health using the same process.



# PASSWORD POWER!

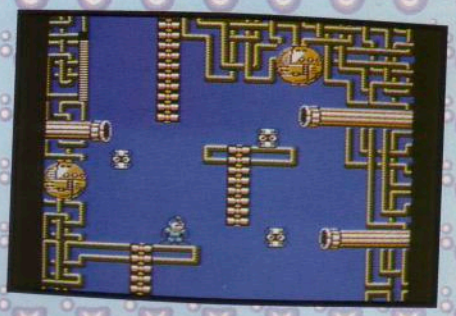
When Mega Man has had enough for one day, he can get a password that will take him back to where he was before (even superheroes need to do their homework!). This unique system makes entering and writing down passwords a lot easier - it's even quite fun (!).



# REACHING SKULL CASTLE

Before Mega Man can tackle Dr Wily's empire, Skull Castle, he first has to defeat the dreadful doctor's atrocious creations, the Wily Force. Made up of eight different supervillains, each level is presented in the theme of the foe he will ultimately face. For example, Woodman's level is made up of forests and deep thicket, while the Metal Man stage is a maze of nuts and bolts!

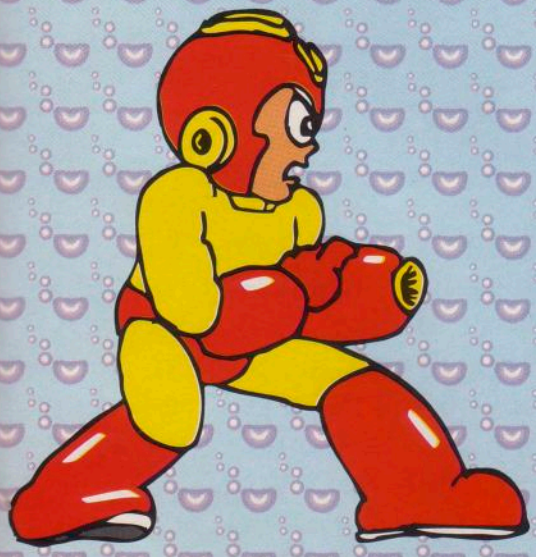
As in the original Game Pak, there is a certain order to defeat the androids which will make Mega Man's path to Skull Castle a little easier. We will leave it up to you to find the best solution!



# THE WILY FORCE

HEATMAN - Boy, this one's hot! To get old hothead's power, Mega Man will first have to wade through lava pits and leap over bottomless pits. Who would want to be a superhero?!

AIRMAN - Don't be fooled - this level is anything but a breeze! The Air Shooter is the reward at the end.



WOODMAN - To gain Woodman's resilient leaf shield, our superhero will have to overcome some of Wily's strangest robots, including atomic chickens and mechanical monkeys!

BUBBLEMAN - To burst this bubble, Mega Man will have to contend with giant frogs and exploding fish!

QUICKMAN - Quickman's boomerang won't come back if Mega Man can defeat him, and dodge the lethal laser beams!

FLASHMAN - Before Mega Man can get Flashman's handy time stopper, he will have to find a way to slip past Wily's Walkers!

METAL MAN - The metal blades are the most versatile weapon that Mega Man can collect. Be careful of the Metal Munchers!

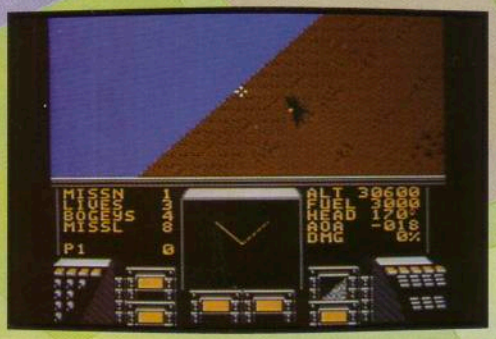
CRASH MAN - The final member of Wily Force really shells it out with his crash bombs. Conveyor Belts and Prop Tops could spell the end of Mega Man here!

Each level is enormous, and will take quite some time to complete but it isn't over yet! Mega Man now has to prepare himself to meet Wily's most powerful creations, including Guts Dozer, a giant Dragon (Puff?) and the crazy doctor himself!

"Mega Man 2" is faultless. Excellent controls compliment the compelling and varied gameplay brilliantly! Add to that the amazing graphics and rocking soundtracks and...well, Nuff Said!!

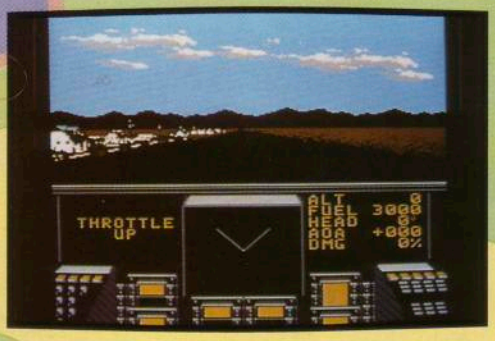
# STEALTH A · T · F

This is it. You have been waiting for years to make the grade, and now is your big chance. As a STEALTH pilot, you now have your first assignment - track down and destroy four enemy aircraft. A solitary bead of perspiration appears on your forehead as you prepare for takeoff. The signal is given, and with great care, and robotic precision, you soar into the night sky...




Catching just a glimpse of the full moon, you begin to study your radar, and the open space that unfolds before you. A sudden urge to panic suddenly overwhelms your acute senses, but the moment passes, and you take deep breaths to calm yourself - your country needs you, and you must perform. Suddenly, without warning, four small shapes appear in your scanners...

Without a moments hesitation, you switch your plane into stealth mode, allowing you at least a few seconds initiative. Seeing one of the enemy's aircraft appear over the horizon, you shoot towards it, climbing into the dark, foreboding sky as you move. It's now right in front of you - in your targets! You know what to do now - you have performed it so many times on the simulator. But this is no simulation.



With a deft flick of a switch, you fire a missile right towards the enemy. He tries to avoid the heat seeker, but there is no hope - it's strike one to you! Now you have made your position more obvious, there's no more cat and mouse games - you're now into a real dogfight, and it's three against one. The odds may not be in your favour, but whenever did anyone claim that war was fair?

So goes Nintendo's "STEALTH ATF", a mixture of simulation and action, with a screen view not unlike "Top Gun" or "Airwolf". The frenetic action and atmospheric sound will have you believing that you are right there, flying that plane. With the stunts that you'll need to pull, though, its a good job that you aren't...

# SCORES OF FUN

## BATMAN

| | | | |
|---|---|---|---|
| Martial Gonzales-Esteban | 12 | France | 205800 |

## CASTLEVANIA

| | | |
|---|---|---|
| Pual Van Berkel | Holland | 1182330 |
| Laurent Virzi 14 | France | 1023100 |
| Henri Jansen | Holland | 999900 |

## COBRA TRIANGLE

| | | |
|---|---|---|
| Simon Steiner | Switz. | 997350 |
| Kurt De Brovwer | Belguim | 991950 |
| Olivier Spiess | Switz. | 988900 |
| Ian Culverhouse 24 | UK | 988150 |

## GOLF

| | | |
|---|---|---|
| Keith Boyle 32 | UK | -17 |
| Robert Lillis 11 | UK | -15 |
| Terry Symes | UK | -15 |
| Mark Booker | UK | -13 |
| Eduardo Baeza | Spain | -12 |
| Ines De Bagnation | Spain | -10 |
| Alejandro Faull | Spain | -8 |

## GRADIUS

| | | |
|---|---|---|
| Sander Van Liempo | Holland | 9999900 |
| Laurent Hedin | France | 7683400 |
| Alain Mquigneau 17 | France | 5000600 |
| Henri Jansen | Holland | 4143000 |
| Arie Van De Greop | Holland | 3833500 |
| Ludoviv Hoffmann | France | 2797900 |
| Sebastien Tabet 13 | France | 2093800 |

## GHOSTS 'N GOBLINS

| | | |
|---|---|---|
| Markus Steindl | Austria | 621500 |

## GUNSMOKE

| | | |
|---|---|---|
| Niels Swartberg | Holland | 999990 |
| Nicholas Colson | France | 999990 |
| Darren Pinchin 15 | UK | 955750 |
| Gilles Gosuin 11 | Belguim | 764250 |

## KID ICARUS

| | | |
|---|---|---|
| Lubbertus Norder | Holland | 9999999 |
| Sylvia Staal | Holland | 9999999 |
| Michael Quaars | Holland | 9999999 |

## KUNG FU

| | | |
|---|---|---|
| Patrick Jenni | Switz. | 983580 |
| Lamaire Dimitri | Belguim | 654810 |
| Juan Carlos Martinez | Spain | 589000 |
| Michael Monceau 17 | France | 575160 |
| Michael Aslher | Austria | 503370 |

## MEGA MAN

| | | |
|---|---|---|
| Marcel Droogh | Holland | 9999900 |
| Christian Rodbalh | Austria | 9996500 |
| Nicol Van Haaften | Holland | 9830600 |

## LIFE FORCE

| | | |
|---|---|---|
| Marck Kolsinki | France | 6970500 |

## PINBALL

| | | |
|---|---|---|
| Il Van Berg | Holland | 999880 |
| Le Bris 15 | France | 999750 |
| Walter Podolak | Switz. | 971550 |
| Cyrille Leger 14 | France | 465860 |
| Serge Leger 40 | France | 407240 |

(Any more Father and son High Scores?)

## R.C. PRO-AM

| | | |
|---|---|---|
| Franky De Brovwer | Belguim | 333227 |
| Gregory Hamon 14 | France | 265357 |
| Mayjumi Oda | Spain | 264251 |
| Alan Oppermann 15 | France | 259639 |
| Fabien Dubois 14 | France | 259043 |
| Estebain Bofill | Spain | 247196 |
| Luis Alverto Matines | Spain | 201121 |

## RUSH 'N ATTACK

| | | |
|---|---|---|
| Carl V.D. Lienden | Holland | 3541500 |
| Alejandro Faul | Spain | 1546700 |
| J Sebastien | France | 1063000 |
| Fernando Martinez | Spain | 1039800 |
| Fabien Blondieau | Belguim | 1018100 |
| Nathalie Mazeau 22 | France | 1010300 |

## ROBOWARRIOR

| | | |
|---|---|---|
| Christian Crowley 8 | UK | 3185700 |

## TETRIS

| | | |
|---|---|---|
| Arie Kop | Holland | 156361 |
| Joffrey Tollet | Belguim | 78048 |

## WIZARDS AND WARRIORS

| | | |
|---|---|---|
| Thieeey Mege | France | 533845 |
| Jean-Roch Poitout | France | 495505 |
| Luis Junguitu Irisarri | Spain | 486540 |
| Cedric Nivois 14 | France | 349805 |
| James Green 12 | UK | 329540 |
| Mathieu Linder 12 | France | 324515 |
| Kristian Kelliher 11 | UK | 309430 |
| Curtis Stansfield 8 | UK | 229000 |

**There you have it. Reckon you can beat them? Yeah? Well, if you can, then send your score, along with your name, address, age and a photo for proof, to: Scores of Fun, Club Nintendo, PO Box 104, Fareham, Hants, PO16 8UR, England.**

# SUPER OFF ROAD

***Experience all of the thrills and spills of off-road racing in Nintendo's exciting new Game Pak, "Super Off Road", endorsed for it's superb playability by one of the great off-road racers, Iron Man Stewart! With a number of different tracks, frantic action and a four player option, it is nearly too hot to handle!***

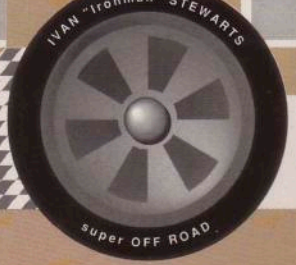
## ENTERING OFF ROAD RACING

Each course is full of ramps, dirt tracks, pit holes, water jumps and other such obstacles, all of which have to be overcome if you are to win the race! With a burst of nitro, you can go flying over the ramps and jumps, but you will have to avoid the holes and wade through the water the best you can!

Each race comprises of four rough-riding laps, with the first to finish being the winner (obviously! ). As you make your way around the track, nitro and money signs appear, granting you with a certain amount of the respective item when collected. They are certainly well worth chasing for!

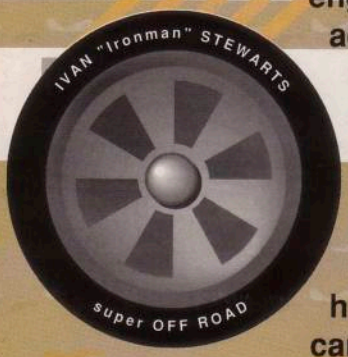
## NITRO POWER!

For that extra burst of speed, you are going to need a large reserve of nitro. This will send you careering around the track at breath-taking speed, but use it liberally - should you run out when there are still two laps to go, then it's unlikely that you will finish in the top three!



# IRON-MAN STEWART'S SPEED SHOP

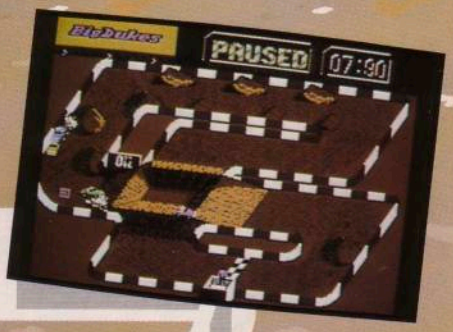
No wonder this guy is rich - just check out these prices! Faster engines, better tires and a wealth of other accessories adorn Iron-man's Speed Shop, but they don't come for free! You will have to win a number of races, and pick up a lot of bonuses from each track before you can buy a world beating car - and don't forget, you also have to purchase great amounts of nitro as you go! Even top off-road racers have to watch their pennies, so choose carefully, and spend your money wisely!



## THE WINNER'S ENCLOSURE

Anyone can get to the winner's enclosure once, but only the greatest get to stay there! You are awarded prize money depending on your finishing position, so, obviously, there's more to winning then just the satisfaction! And you get a pretty lady on your arm...

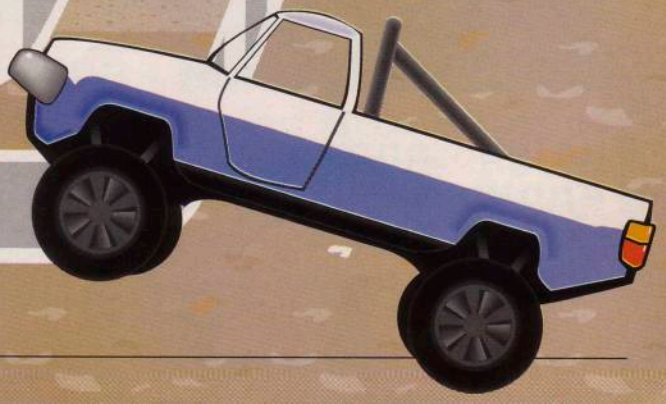
## FOUR PLAYER ACTION!




"Super-Off Road" is a brilliant game, one of the best coin-op conversions that we have ever seen in fact. But what makes it really special is the option to have four players racing against each other simultaneously!

To be able to use this option, you will need the NES Four Score. This new addition to the NES catalogue plugs in to the two controller ports on the front of the NES, and then you can put up to four controllers ( be it the NES Advantage, Max or any other Nintendo controller ) into the front of the Four Score - Four times the fun and Four times the action! Maybe the NES Four Score should carry a health warning, though - the competition gets so intense that you won't be able to pull yourself away!

"Super Off Road" is the first of many new Game Paks that take advantage of the NES Four Score - watch out for more news on other Paks in the near future!!



There is no doubt that "Super Off Road" is one hot game - it is well presented, with responsive controls and clear and detailed graphics. And, in one, two, three or four player mode, you can't beat it for addictiveness!

# PINBOT

## 'PINBOT CIRCUITS ACTIVATED'

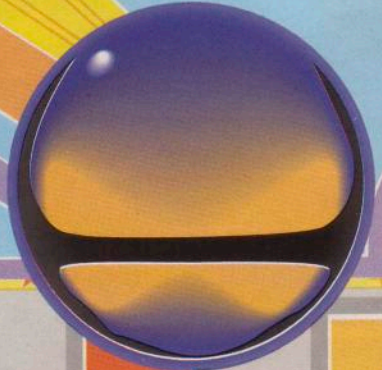
Welcome to *"PINBOT"* - the pinball game of the future! Multi-ball play, solar ramps, six levels, and video game style aliens adorn this superb pinball simulation, offering hours of fun and a great many surprises along the way!

On first appearances, "PINBOT" looks very much like most other pinball games. Jet bumpers, drop targets, flippers and ramps grace the screen, all offering thousands of points if hit. Even from the start of play, there is a chance to get an enormous 100,000 bonus, although this will take a lot of skill and good timing with the plunger!

Another feature of "PINBOT" is that you need to travel through the solar system, from Pluto to the sun, by striking down specific drop targets, If you make it to the sun, then you will have a chance to get an extra ball, although, again, this is no mean feat!

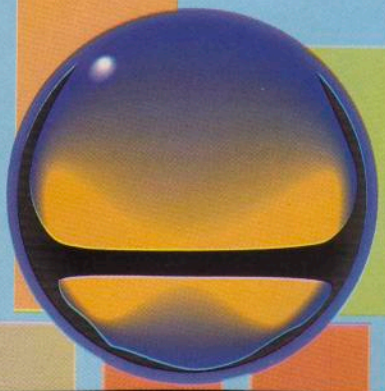
## 'I AM IN YOUR CONTROL'

At the top of the "PINBOT" table there lies a light grid. By lighting the whole grid, you can have a chance to get some REAL points! PINBOT's visor will open up, allowing you to shoot in one of the holes, and entering PARTIAL LINK-UP. Another ball will now appear, and if that enters the visor too, PINBOT will attack, and fire both of the balls back at you!

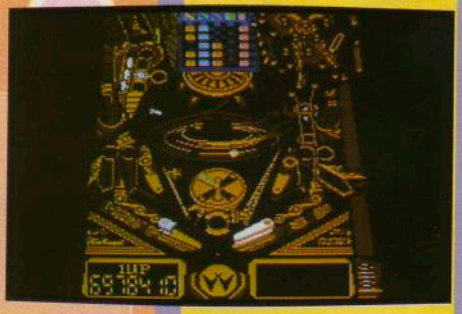


## 'SHOOT FOR SOLAR VALUE'

Once in Multi-ball play, you have to guide one of the balls back in to the visor, and then try to get the other ball up the solar ramp. This ramp offers the biggest bonus, even in excess of one million points!



If you do manage to shoot this ball up the solar ramp, then you will advance to the next stage, and return to Multi-ball play. This is where the NES version of "PINBOT" comes into its own. Each new level features aliens who try to steal your ball, or destroy your flippers with missiles - they aren't exactly happy about your intrusion into their world! The only way to stop them is to destroy them with the ball, or, alternatively, tilt the machine if they happen to try and steal the ball. Only use tilt as a last resort, though!



## 'ENERGY TRANSFERRED'

There are many ways to gain bonuses in "PINBOT" - collect the points from the JET BUMPER, increase the bonus multiplier by going up the solar ramp, or advance from planet to planet, and so on. Eject holes near the top of the table also offer points, although your ultimate aim with them is to get the extra ball light to come on!

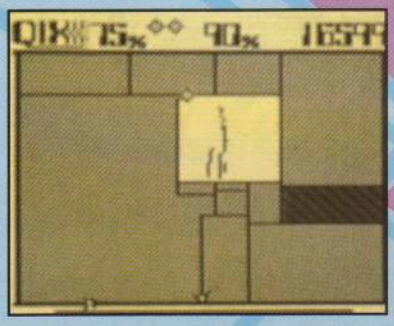
"PINBOT" is state of the art pinball at its best. Simple controls are complimented by more complicated bonus sequences, and there is also the added attraction of extra levels. Even if you have never considered a pinball game before, "PINBOT" is certainly worth a look - you will probably end up being totally hooked!

# Qix

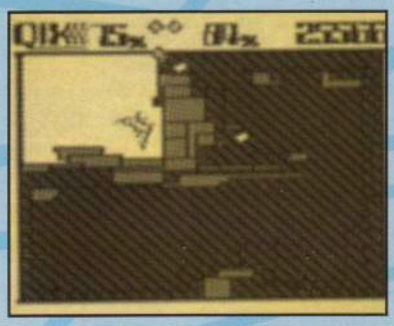
## *The next craze to hit the Game Boy...*

...after "Tetris" will almost certainly be "Qix". Like the Russian blockbuster, "Qix" has a simple concept, but it is fast and furious, and you won't be able to put it down!

The idea behind this arcade classic is to draw shapes on the screen, ultimately to cover 75% of the screen. Points are scored depending on the size and speed at which you draw, with the biggest bonuses being awarded for the largest shapes drawn at the slowest speeds.



Out to stop you is the Qix, which shoots around at a terrifying speed. Should it make contact with you as you are drawing, then you will lose a life - it won't have any effect on completed shapes though. Trap the Qix in the corner, and you are on your way to a fantastic high score, but, one wrong move and you're history!



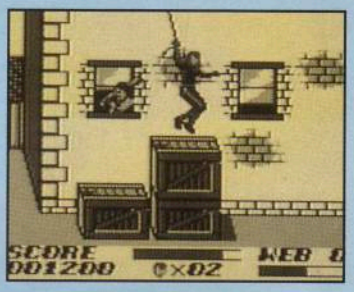
A time bar slowly dissolves at the foot of the screen, and each time that this bar disappears, two spider-like creatures appear. These travel around your lines towards you, forcing you to draw a new shape to avoid them. Obviously, the faster that you draw, then the less spider-trouble you will have to contend with!

"Qix" is one of those games that is instantly appealing, and which keeps you hooked for hours. Your batteries will run out many times long before you tire of this Game Pak!

**Peter Parker's beautiful wife, Mary Jane, has been kidnapped by a hoard of evil Supervillains - but little did they know that Parker's alter ego was none other than the Amazing Spiderman! Now, Spidey is out to get Mary Jane back, and teach his rivals a lesson in manners in the process!**

Major villains such as Doctor Octopus, the Green Goblin and Mysterio feature in Webhead's first Game Boy adventure, complete with an army of punks and thugs. Spiderman has to fight through urban jungles, across skyscrapers, in Central Park and even across the subway to find Mary Jane, battling the villains as he goes. It's certainly a game fit for only the toughest superheroes.

All of Spiderman's amazing powers are put to use as he fights the forces of evil. Marvel as he swings from the rooftops, crawls up walls, fires web balls and lays the meanest villains low with just one punch. With this, the variety of levels, and the superb graphics and stereo sound, it's certainly a Game Pak worth waiting for.



**You've been amazed by it on the NES, now be over awed by "Double Dragon" on the Game Boy! With the same mean streets and hot coin-op action, we're sure that it will prove a hit in no time!**

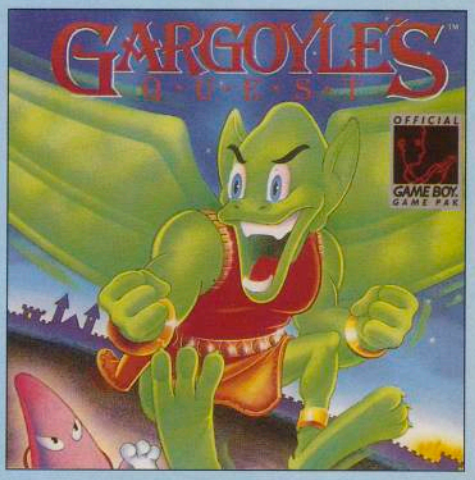
Guide Billy through the streets of the city and across the forests as he deals with the gang that took his girl from him. Spin kick, uppercut and shoulder throw your way through the adventure, and show the Black Warriors what it means to mess with a "Double Dragon" warrior!!

With four intense levels, and a two player competition mode (used via the two player connector), "Double Dragon" will keep you enthralled for even the longest journeys!

**Years ago, a friendly ghoul realm was invaded by an alien force called the Destroyers. And guess who has been volunteered to save the realm..?!**

With fireballs as your offence, and the power to grip walls, Firebrand (that's you!) has to search the many levels, defeating the Destroyers and discovering useful items. There are two screen views - one from above, and the other from the side, where all of the real action takes place. You are able to talk to various characters when in the above-screen areas, allowing you to learn vital information and clues.

**"Gargoyle's Quest"** is a fantastic game, incorporating amazing graphics and gameplay that will keep you hooked for days!

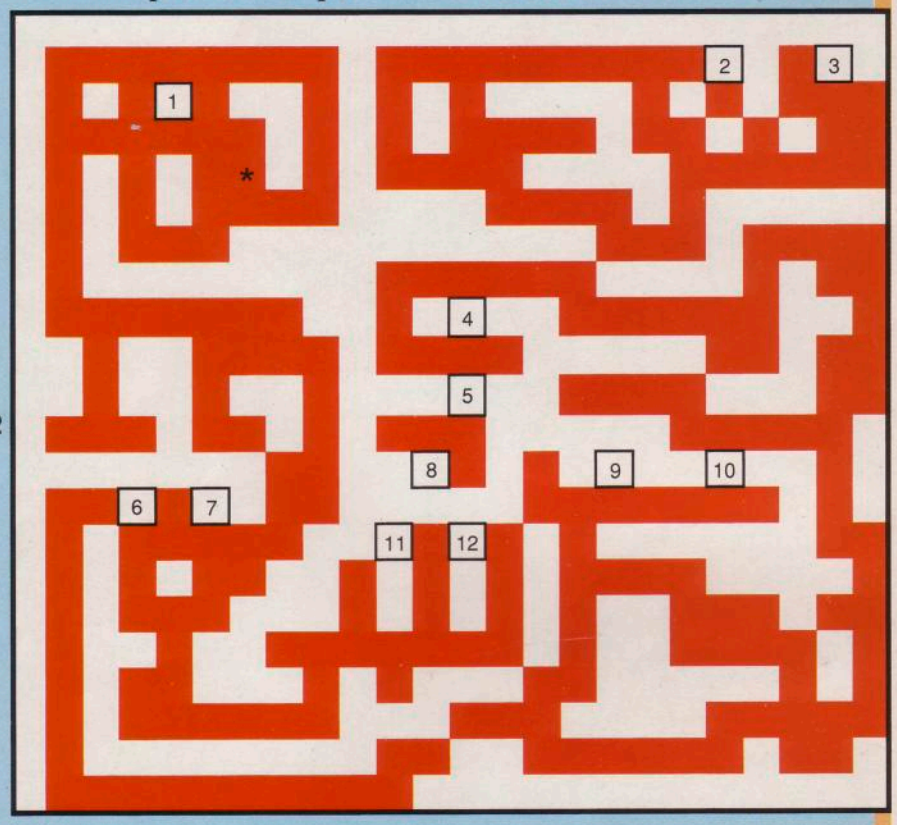


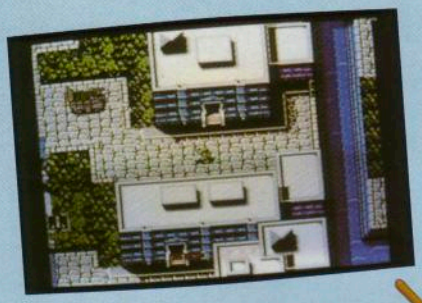
# TEENAGE MUTANT HERO TURTLES

## COWABUNGA!!

If your heroes in a half shell are having a tough time on stage three, then there's no need to despair - just grab some pizza, and read the tips below! We've printed a map to help you, plus descriptions of what to find in each level!

| Building NO. | CONTENTS |
|---|---|
| 1 | Missile, Pizza |
| 2 | Pizza; Exit from building 3 |
| 3 | Pizza; Leads to sewer 2 |
| 4 | Pizza; Leads to sewer 8 |
| 5 | Final building ( Your goal ) |
| 6 | Pizza, Rope; Leads to building 7 |
| 7 | Gun; Leads to building 6 |
| 8 | Exit from building 4 |
| 9 | Pizza, Gun; Leads to building 10 |
| 10 | Missiles; Leads to building 9 |
| 11 | Rope, Pizza; Leads to building 12 |
| 12 | Rescue a captured Turtle! (Why is it usually Raphael?!) |



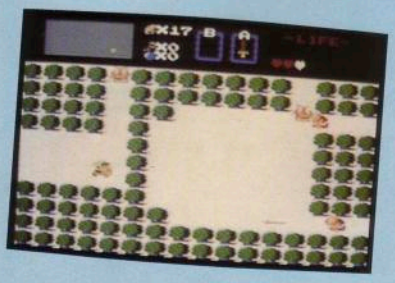



Basically, the, the idea is to get to building four, fight your way through there, and exit at sewer 8. When you've got that far, go back in the sewer, collect the pizza, and exit again - this will allow you to top up all of the turtle's power!

Now all that you need to do is defeat the Megaturtle!

# THE LEGEND OF ZELDA

**As most of you know, once Link defeats Ganon, he will be presented with a second quest. And, even though the overworld is the same, all of the underworlds are in a different place! We've already covered the first six labyrinths in a past issue of Club Nintendo - here is where you will find the last three...**

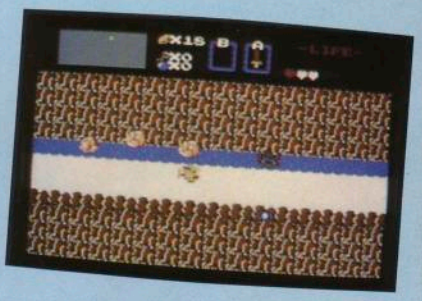


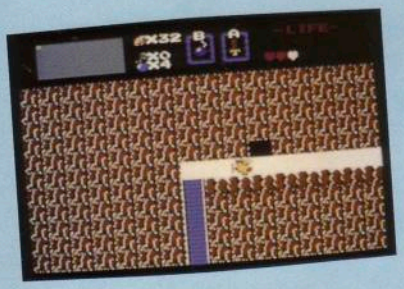
## LEVEL SEVEN

Remember where labyrinth eight was in the first quest? Well, one screen to the left of there, you will find the entrance to level seven - try burning a tree...

## LEVEL EIGHT

To start with, you will need to go to the waterfall, and then you have to go one screen left. Using a bomb, you will be able to find the entrance above the water...

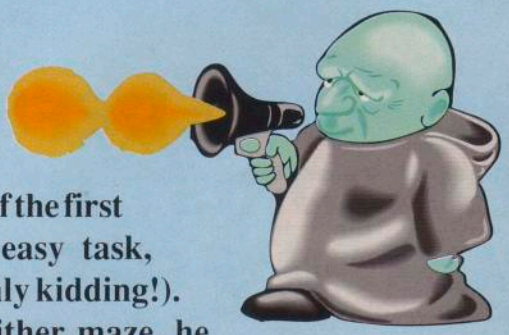




## LEVEL NINE

Simply go to the very top left hand corner of the overworld, and blow your way in there! You will now be on your way to defeating Ganon once more!

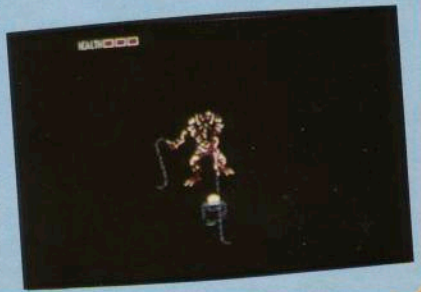
# FESTER'S QUEST



**Defeating the bosses of the first two mazes is no easy task, especially for one such as Fester (only kidding!). Before our ruthless hero enters either maze, he should make sure that his gun power is at full, and that he's brought along all of the available items - then he will be ready to fight the good fight.**

## McWimpie

Don't be fooled by his name - McWimpie is anything but weak! To defeat him, Fester must avoid the flying tentacles and set as much TNT as possible around the alien creature. Energy potions come in handy!



## Xybar

Xybar is a little quicker than McWimpie, but attacks in a similar way. Fester will need the invisibility potions here, which will leave him free to shoot his foe all of the way back to the alien world from which he hails!

# BIONIC COMMANDO

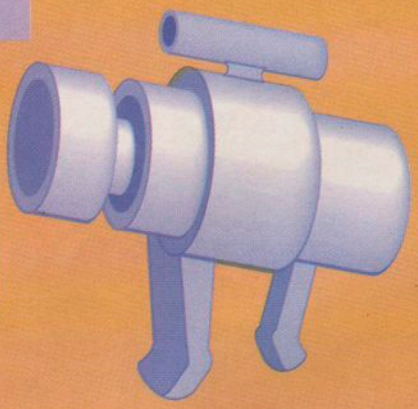
## WHY CAN'T I SEE IN AREA 4?

To be able to see in Area 4, you will need the flares. After completing Area 1, travel to Area 13, which is a neutral zone, where you will find the flares. You should then be able to go through Area 4 with little problem!

One way to build up extra energy in this great Capcom title is to wait just outside of the final enemy room in Area 1. As the soldiers parachute down towards you, you need to shoot them, and collect the energy capsules that they drop. It is advisable to build up around 3 or 4 energy units (about 30 capsules) before entering the room.

Another trick is to purposely run into the enemy trucks, and enter the combat zone. You will then be able to collect extra continues from the main enemies of that stage (either a jeep or a shielded soldier). Repeat this procedure if your continues start getting low.

# ROBOCOP



## HOW DO I DEFEAT THE TERRORIST IN THE MAYOR'S OFFICE?

This guy certainly isn't easy - he is not only brandishing a semi-automatic, but he is also using the mayor as a human shield! But the mayor is actually the key to success, so watch him carefully. When he flashes, this means that he is just about to duck, and the gunman is going to shoot at you, so now is the time for you to fire. As soon as you do, crouch down to avoid the on-coming bullet. Also, be careful not to hit the mayor, otherwise you will lose energy.

When the gunman has been hit a few times, he will let go of the mayor, and rush towards you. Just use your fists here, as a stray bullet may hit the city's leader. After that, it won't be long before this joker is locked up behind bars!

If you've got a problem , and you can get through then call the Nintendo helpline on 0626 65500. Game Counsellors man the line from 3 pm untill 9 pm every weekday (exept Wednesday), and also on Saturdays from 9am til 5pm.

Also , if you have any tips for Nintendo's games then share it with thousands of other reader's by sending them to the following address:

**Readers Tips, Club Nintendo, PO Box 104, Fareham, Hants, PO16 8UR**

## DOUBLE DRAGON

On the title screen, select the 2 PLAYER GAME B. Then, when the game starts, knock your fellow player's energy down to zero, and you will be granted the life that he just lost! Repeat this until you have all eight lives!

A. Rabadon, A. Nortes and H. Casu, Spain.
F. Narbonne and R. Henry, France.

After GAME OVER appears on screen, use the following sequence to continue - UP, RIGHT, DOWN, LEFT, A and B. This only works on the first three levels.

Snake, Holland.

## XEVIOUS
### The Avenger

Soon after you reach the first lot of the spinning walls, there is a lake. If you fire bombs into it, you will find a S sign, which will award you with an extra life!

D. Pinchin, U.K.

## ZELDA II
### The Adventure of Link

When you reach the final fight ( against your shadow), stand at the left hand side of the screen, kneel down, and keep stabbing to the right. Then, when the shadow runs towards you, he will walk straight into your sword!

Jan En Wiebe De Vos, Holland.

## SUPER MARIO BROS.

When you reach the area with the whales on World 4-2, instead of going right, you should go to the left. You will find a smaller whale, so, pick up the potion under some grass, and drop it at your feet. You will now be able to collect a power-up mushroom by going through this door!

D. Pinchin, U.K.

## TEENAGE MUTANT HERO TURTLES

In the game TMHT, when one of the four turtles has the boomerangs you can share them around. To do this, throw three or four of the boomerangs away from you, and change to another turtle who hasn't got any weapons. He will then catch, and retain, the boomerangs!

A. Quris and V.Catalo-Valdurenque, France.
P. Van Berkel, Holland.

## RUSH'N ATTACK

When you are being attacked by enemies on the Nucleur Bomb stage, stand at the uppermost left of the screen, and stab them NON STOP with your knife. When they have been overwhelmed, go for the bazookas!

R. Behava-Fontenay, France.

Alternatively, you can write in to Ask The Pro's section at the normal address with any queries you might have.

# TOP TEN GAMES

1 SUPER MARIO BROS. 2
2 TEENAGE MUTANT HERO TURTLES
3 THE LEGEND OF ZELDA
4 SUPER MARIO BROS.
5 DOUBLE DRAGON 2
6 TRACK AND FIELD 2
7 ZELDA 2; THE ADVENTURE OF LINK
8 METAL GEAR
9 BATMAN
10 MEGA MAN

**So, for the third issue running, Super Mario Bros. 2 retains the top spot!Somehow, though, we reckon that the heroes in a half shell will be a serious contender by the time issue 2-91 comes around!**

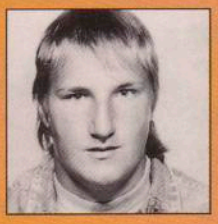
**Luigi has been working hard to collate the results of the top ten let's make him work even harder by sending in your votes to the usual Club Nintendo address! Note down your top five games, in order of preference, and send them along with your name, address and membership number, and we will enter them in the only fully European, Club Nintendo Reader's Top Ten!!**

**As an added bonus, we will put all of those who voted into a hat (well, not literally!), and, the first ten that Luigi pulls out will win themselves a unique Nintendo Baseball Cap! Only one vote per member will be entered, though.**

# PLAYER PROFILES

**Name:** Thomas Hartwright
**Country:** England
**Age:** 10
**Favourite Games:** Mario Games and TMHT are definately for me
**Best NES Scores:** Level 38 Soloman's Key
**Hobbies:** Playing on N.E.S. reading Beanos and playing with trainset.
**Ambitions:** To design Nintendo Game Packs when I grow up

**Name:** Michot Fabien
**Country:** France
**Age:** 14 and a half Schoolboy
**Favourite games:** Life Force and Super Mario I
**Best NES Scores:** Life Force in a record time
**Hobbies:** Tennis and swimming
**Ambitions:** To carry on playing on my NES for ever and to become an electronics specialist!



**Name:** Sascha Wehinger
**Country:** Switzerland
**Age:** 14
**Favourite Games:** Fester's Quest, Cobra Triangle
**Best NES Scores:** Finishing Legend of Zelda in one life
**Hobbies:** NES Game Paks, Handball, Wrestling
**Ambition:** To finish Teenage Mutant Hero Turtles

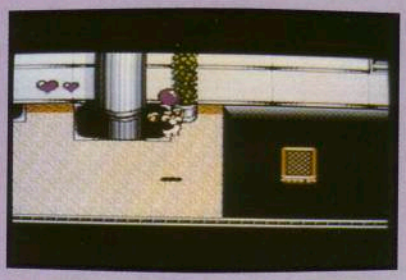
**Name:** Luca Romano
**Country:** Italy
**Age:** 23
**Favourite Games:** Zelda I & II, Super Mario Bros II, Top Gun, Batman
**Best NES Scores:** Completing Super Mario Bros II, Zelda I & II and Castlevania II in less than a week
**Hobbies:** Music, Windsurfing, Fishing, Nintendo
**Ambitions:** To complete Batman in a record time

# Sneak Peeks

**A Selection of the Game Packs to be released soon...**

## GREMLINS 2

**Another future Game Pak based on a recent hit movie is "Gremlins 2". Those little green maniacs are once more threatening a whole town, and, as Gizmo, the only good Gremlin in existence, it's up to you to stop them!**



Through underground mazes, Gizmo has to avoid perilous traps and mutated Gremlins to reach the end of each stage, collecting different items as he goes. In some areas there are also shops, where Gizmo can buy items such as balloons, life recovery bottles or extra lives, in return for crystals which he may have collected along the way.

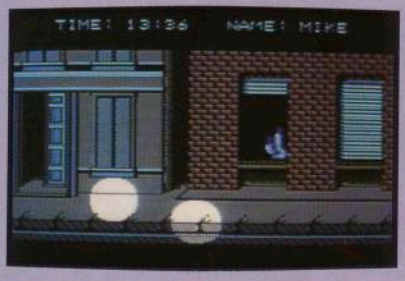
Five levels of absorbing action await any intrepid gremlin who takes up the quest. To add to the great appeal of the game, it also features some of the best animated graphics that we have ever seen! Another winner from Sunsoft.

## RESCUE

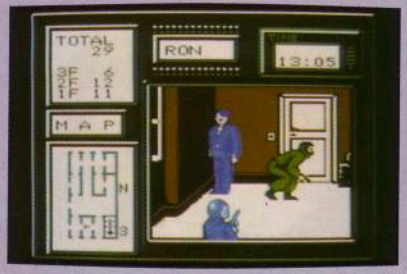
**It's been eleven days since the terrorists took over the Embassy. The police have tried peaceful negotiations, but it has all been in vain. So now, it's up to you and your elite commandos to storm the Embassy, and boot the terrorists back from where they came. But be careful - there are hostages in there...**

The first section has you guiding three of the commandos to positions just outside the embassy. Spotlights and snipers try to catch you as you dive behind walls, leap through windows and duck under the lights, so you need to be both quick and agile if you are to get them to their posts!

If they make it, then you can shoot at the windows of the embassy, and try to catch the shadowy figures unaware. In the meantime, you can also send in the other commandos to storm the Embassy and rescue the hostages.




**"Rescue"** has got to rate as an all-time classic - it's very addictive, and it has got that magical 'just one more go' appeal. Look out for a full review in a future issue!

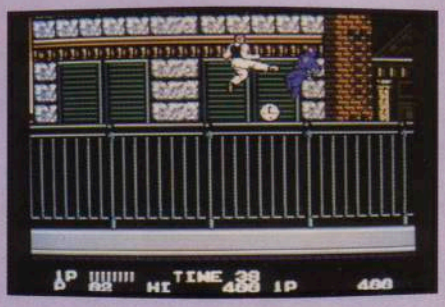



OFFICIAL DOCUMENT TOP SECRET RESTRICTED

# BAD DUDES

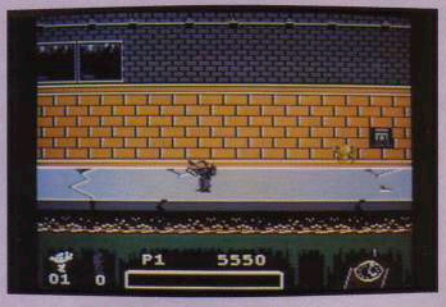
**Some dudes are crazy, some are outrageous, but these dudes are just bad. And the Dragon Ninjas are going to wish that they had never messed with them...**

There's guaranteed action in this fast paced coin op conversion, where there's no rules - only winners! Through six stages of street fighting entertainment, the Bad Dudes have to subdue the attack of the Dragon Ninjas, using whatever force necessary. The action starts off in the city, where the Ninjas aren't too difficult, but still cause problems for the heroic brawlers. Following that, they hitch a lift on a speeding lorry, but, just because you didn't pay for the ride, don't expect a free run!

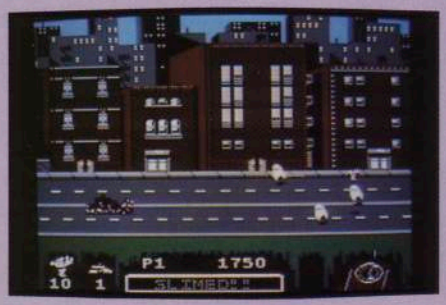


# GHOSTBUSTERS II

**Based on the hit film of the same name, "Ghostbusters II" takes you into the world of ghosts, ghouls and enough slime to fill the Atlantic Ocean ten times over! Through the sewers of New York to the peak of the Statue of Liberty, you'll be busting ghosts non stop as you search out Vigo and save the city.**



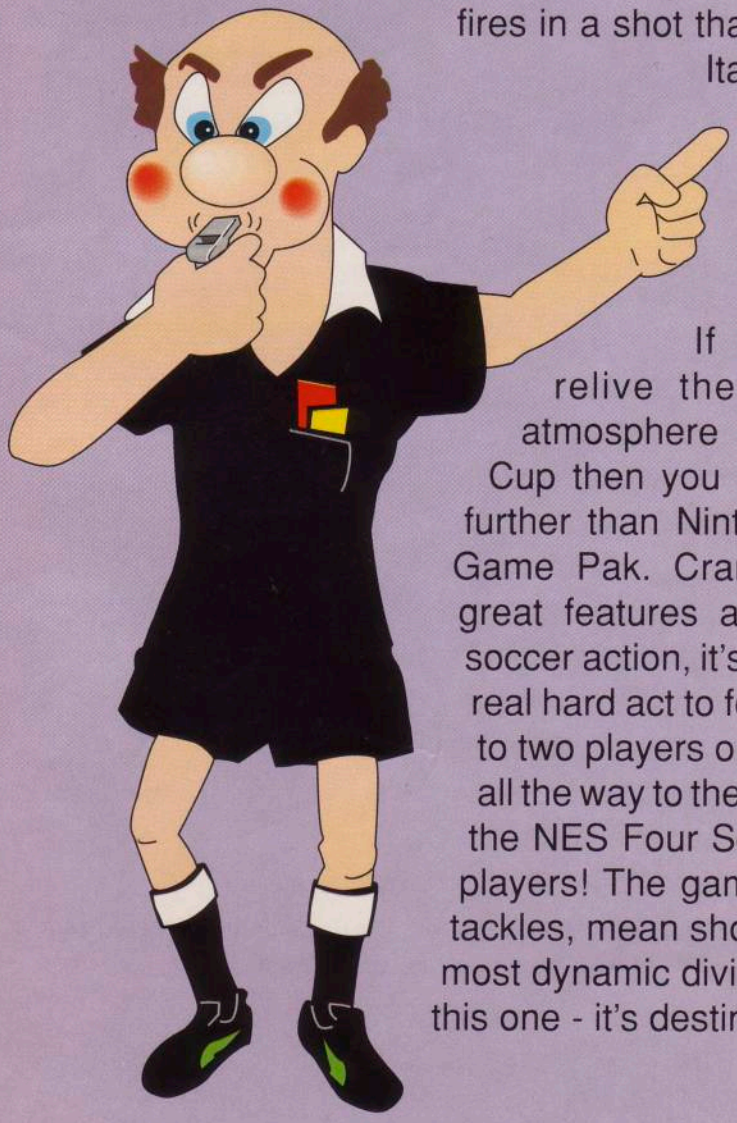
Through slime and slums, the Ghostbusters have to use their high tech gear to capture and subdue the ghosts who threaten to over-run the whole of New York. Cruising the streets in ECTO 1-A, pounding Wall Street in the Statue Of Liberty, and defeating the evil Vigo is all in a days work for the Ghostbusters - but it could be their last day if they don't succeed. Then who you gonna call?

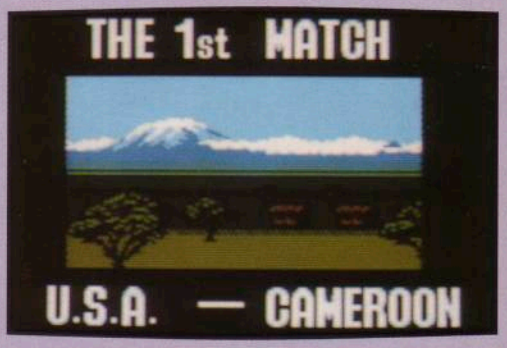


# NINTENDO WORLD CUP

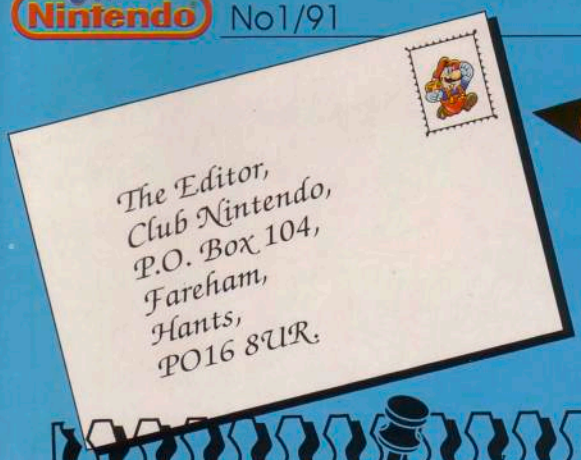
**With a deafening roar from the crowd, the teams take to the pitch. They have both had to work hard to get here, and now they are just one win away from getting their hands on the world's most celebrated soccer trophy. But there can only be one winner in this game...**

It's kick-off, and the Italians soon push forward, playing a passing game, with instructions being yelled to them from their captain. The forward has gone hurtling down the wing, leaving the Brazilian defender in his wake, and makes a cross from the by-line. The captain fires in a shot that's parried away by the goalkeeper, but the Italians keep the pressure up by bringing round the sweeper. He lobs the ball back to the captain, who, with a great combination of grace and skill, flies at the ball with an acrobatic diving header....GOOAAALL!!






If you want to relive the electrifying atmosphere of the World Cup then you need look no further than Nintendo's future Game Pak. Crammed full of great features and scorching soccer action, it's going to be a real hard act to follow. With up to two players on the same team, you can take your country all the way to the world cup final, or, alternatively, you can use the NES Four Score, and have a tournament for up to four players! The gameplay is outstanding, with bone crunching tackles, mean shoulder barges, sweet left foot shots, and the most dynamic diving headers and overhead kicks. Don't miss this one - it's destined to be a real winner!




# Mailbag

## CHARITY WORK

**Dear Editor,**
**My name is Max Justice, I am 13 years old, and the games that I can complete, or get high scores on, are Kung Fu, Mike Tyson's Punch-Out!!, Top Gun, Legend Of Zelda and Super Mario Bros. I really love playing my Nintendo, so much so that I raised money for cancer research by playing on the NES from 8 am until 12 am, with just a five minute break to 'relieve' myself!**

**M. Justice**
**London**

CONGRATULATIONS! It's great to hear that the NES can be used to help other people by good hearted players such as yourself! We were all very impressed by your great gesture, and Mario will soon be sending you a special prize as soon as he can! Has anybody else performed such an event for charity? If you have, let us know!

## GAME BOY REVIEWS

**Dear Editor,**
**I find my Nintendo Entertainment System the best thing that has ever happened to me, and I hope to be also getting the Game Boy soon. Can you tell me if you will be reviewing the new Game Paks as they come out?**

**Paul Blount**
**Coventry**

Most certainly! Qix, Spiderman and others can be found in this very issue, and, as more titles become available, we will be devoting more and more space to our portable video games system!

## SPEAKING OF NINTENDO

**Dear Editor,**
**I have owned a Nintendo for two years now, and I think that it is fantastic! I have eleven games, with Mike Tyson's Punch-Out probably being my favourite.**

**My question is: Will you ever make NES games that include speech? Is the Nintendo capable of this?**

**Steven Hill**
**West Midlands**

A number of games already include speech, including Konami's Double Dribble, Blades Of Steel and The Adventure's Of Bayou Billy. Other future Game Paks will also include speech, although not too many, as it is a long and quite expensive process involved. All computers are capable of it, as long as the sound chip includes at least two channels ( the Nintendo has four, allowing superior music, sound effects, and, yes, speech!), but most licensees concentrate rather on nifty sound effects or tunes, as this will leave more memory for the game itself. Saying that, a possible future release includes everything - amazing gameplay, loads of speech, great sound effects and addictive gameplay! The title? All in good time....

## MARIO - IN CONCERT!

**Dear Club Nintendo,**
**my name is William Sharpe, I am eight, and I would like to ask you a few questions:**
**1 Where is the Nintendo Game Boy sold?**
**2 How do I get my mum interested in Club Nintendo?**
**3 How can I get to meet Mario**
**William Sharpe**
**Surrey**

Thanks for the letter, William. You can find the Nintendo Game Boy in many High Street stores, and a few independent shops around the country. If you have any difficulty in finding this, or any other Nintendo product, then call the consumer hotline, who will be able to point you in the right direction!
As for getting your mum interested in Club Nintendo, you could always take her along to a Nintendo Roadshow, or any other event which Nintendo are attending, and let her see just how amazing our system is. You will also meet Mario at one of these events, who would be delighted to answer all of your, or your mum's questions on Club Nintendo! Why not also get your mum to have a look at the great games on the NES - you never know, she might take a liking to Super Mario Bros or one of our other exciting Game Paks!

# WHO YOU GONNA CALL?

## NINTENDO HOTLINE, 91'.

Hey, we are in a brand new year, so we have a brand new hotline to help you with all your N.E.S. gaming queries. Over the last few months, a whole new batch of skilled Game Counsellors have been fighting it out with Mike Tyson, getting lost in underground mazes, saving princesses, running riot in Gotham City and munching pizza to keep their strength up, just so that they can answer the questions that are put to them about any available N.E.S. Game Pak! What a way to earn a living!

These guys are now very eager to take your calls, so that they can test out their recently acquired knowledge. So, if you are having difficulties in one of Nintendo's Game Paks, then give them a call! (The new Nintendo Hotline number is printed below).

## THE GAME COUNSELLORS

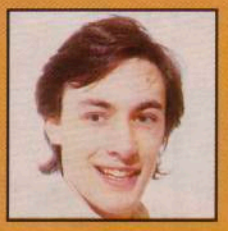
This assorted bunch of professional Game Players like nothing better than playing new N.E.S. titles . . . and talking about soccer! Liverpool, Arsenal, Portsmouth, Tranmere Rovers (who?) and a host of other teams are the things discussed at lunch time, along with their favourite N.E.S. games of course!

Mark
Age: 17
Favourite N.E.S. Game:
Blades of Steel
Hobbies: Football, Snooker

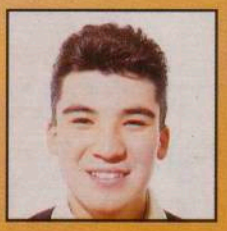
Graham
Age: Over 21!
Favourite N.E.S. Game:
Batman
Hobbies: Football, Reading

Gideon
Age: 19
Favourite N.E.S. Game:
Legend of Zelda
Hobbies: Football, Music

Keith
Age: 18
Favourite N.E.S. Game:
Solomon's Key
Hobbies: Football(!), Ski-ing



Michael
Age: 19
Favourite N.E.S. Game:
Bionic Commando
Hobbies: Movies, Cartooning



Darrell
Age: 20
Favourite N.E.S. Game:
Bubble Bobble
Hobbies: Music, Sport (except Football!)

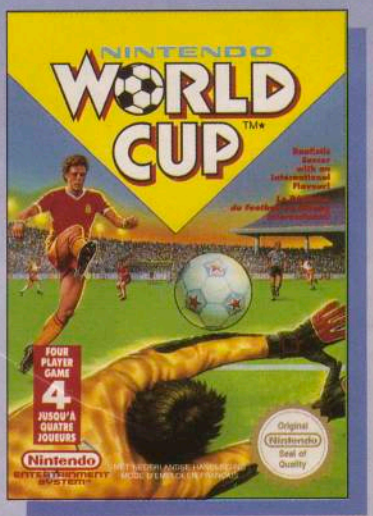
## AND INTRODUCING . . .

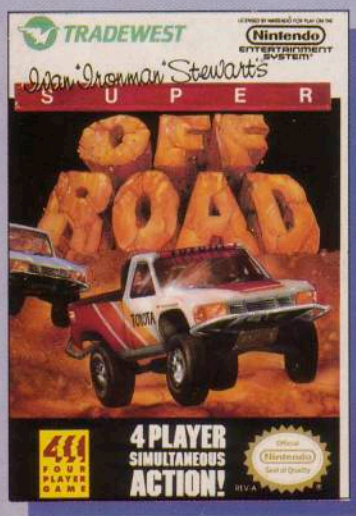
THE CLUB NINTENDO HELPLINE 91'
If you are experiencing problems in finding new Game Paks, or you have any questions concerning Club Nintendo, then there is another number to contact -
THE CLUB NINTENDO HELPLINE
This line also deals with prices of new Game Paks, along with membership enquiries and magazine availability. So if you have a question, then give them a call!
CLUB NINTENDO HELPLINE
(0329) 288699
NINTENDO HOTLINE
(0329) 822662

## WARNING!

Please ensure that you only buy UK hardware and software for NES systems. Foreign hardware and software will not run on the UK television system.

# NES FOUR SCORE™




## FOUR PLAYER MODULE FOR SIMULTANEOUS ONE TO FOUR PLAYER EXCITEMENT!

Call your friends! The NES Four Score™ gives you and up to 3 other players the ability to play simultaneously. Any combination of 1 to 4 players can play on specially designed games. Just plug the NES Four Score into your Control Deck and you're set to enjoy 4-player action.

NES Four Score works with the NES Max*, NES Advantage* and the standard NES™ controllers. The selection of 4-player games is constantly expanding to provide maximum fun and teamwork. Or flip the 2-player switch and play your favourite game with a partner. NES Four Score also features the enhanced excitement of A & B turbo buttons to give any controller turbo power.

*Enjoy the thrill of 4-player action with NES Four Score.*